



2011-2012 10U Basketball League Rules

The goals of the league are to teach fundamentals, develop skills, promote good sportsmanship, and encourage participation. Coaches should play all players a similar amount of time. There is a minimum playing time of five minutes per half. No standings will be kept. No trophies will be awarded. There are no play-offs for this league.

1. 10 & under league rules will govern play. Rules not covered by league rules will be governed by the MN State High School League rule book.

2. Ball: Junior size ball must be used. Size 5 (26.5 " - 28" depends on the manufacturer).

3. A team must have at least 4 players to start the game.

4. The official working the clock will keep track of the score, personal fouls, team fouls and time outs. It is recommended each team keep a score book.

5. Game time: Two-20 minute halves running time, except time outs. Clock stops last 2 minutes of each half. Exception: If one team is leading by 20 or more points, there will be no stop time for the last 2 minutes of the game. There will be 5 minutes between halves.

6. No overtime. Game remains a tie.

7. Time outs: Two per half (no carry-over).

8. No Zone Defense.

- When an official deems a team to be using a zone defense, the following penalty will be assessed:

1st offense: warning

2nd offense: technical foul

3rd offense and thereafter: 2 points will automatically be awarded to the offensive team; offensive team keeps the ball.

9. No Four Corner Offense. Originally the four corner offense was designed to run time off the clock. Recently it has evolved to be used as an offense that takes advantage of a team's best offensive one-on-one player by spreading the floor. This creates a situation that undermines the league goals and **MAY NOT BE USED** in this program.

- When an official deems a team is using a four corner or isolation offense the following penalty will be assessed:

1st offense: warning

2nd offense: technical foul (2 points will automatically be awarded to the defensive team; defensive team gets the ball).

10. No Pressing allowed. The defensive players **MUST** retreat below or within the three point line on their side of the court and can only play defense once the ball crosses half court. As always, if the offense tries to fast break you may play defense anywhere on the court.

11. No double teaming the ball. The definition of double teaming means that you cannot have two, three, four or five people guarding the ball. The intent of our program is to play one-on-one basketball defensively. This will be penalized as a zone defense (See Rule 8). In the situation where a player has broken away from the person guarding him or her, another defensive person can help out. No double teaming also applies to a throw in from out of bounds.

12. Basket height: 8 feet (There is a possibility of raising rim to 10 feet for the top 10U Boys division during the 2011/2012 season).

13. Free throw line: 12 feet. Players may step over the line on the follow through.

14. Lane Violation: 5 seconds. The lane goes from the twelve-foot free throw line to the end line. The area between the twelve-foot free throw line and the normal fifteen-foot free throw line will not be called.

15. Three Point Shot: Will be counted if floor is marked.

16. 20-Point Rule: At no time during the game will the difference in the posted score be more than 20 points. Once a team is ahead by 20 points, no more points will be awarded to that team until the opposing team scores.

17. If the team fails to show up on time or is short players:

- the team is given a 5 minute grace period and then 20 minutes is put on the clock.
- If the team shows up, the time remaining on the clock is the time left in the first half.
- if there is 5 minutes remaining on the clock and the team does not show up, the game is forfeited.

18. Coaches will be restricted to sitting on the bench at all times during the game except to instruct the players, cheer an outstanding play, look at a scoreboard or call a time out. When standing, the coach must remain in front of his/her seat-- no pacing the sideline. Penalties: First offense: warning, second & third offense: technical foul (2 shots), fourth offense: possible coach ejection and game forfeiture.

19. A maximum of two coaches and one score keeper may be on the team bench during any game. During the game, only one coach is allowed to stand and address the team. The score keeper can not act as a coach. Also, coaches' children, unless they are players on the team, will not be able to sit on the bench.

20. Challenging ineligible players: age or non-rostered. Coaches will notify the official immediately. The official will have the player sign his/her name on a card and then the card will be given to the site manager. The youth may still continue to play. The challenge will be addressed with as soon as possible. If the official asks a player to sign the challenge card, he/she must sign the card or he/she will not be able to continue playing.

21. Due to limited seating, it is preferred that teams show up no more than ½ hour before their scheduled game and that all players leave the site as soon as possible after their game.

22. The last day to change or add players to team rosters is January 13, 2012.